



Fireball™ **Basket Fever** **Bustin' Balloons™**



Service Manual

Fireball Software Version - FB3.14-P

Basket Fever Software Version - BF3.14-P

Bustin' Balloons Software Version - BL3.14-P

May 26, 2009

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New Game Registration

**REGISTERING YOUR NEW GAME ENTITLES YOU TO AN EXTENDED WARRANTY*
ADD 3 MONTHS TO THE WARRANTY OF THIS GAME BY COMPLETING AND
SUBMITTING, BY FAX OR MAIL, THIS FORM.**

Game Name <small>(one game per card)</small> :	Date:
Game Serial Number <small>(located on the back of the cabinet)</small> :	<p>Game Location Type Please Check One:</p> <p><input type="checkbox"/> Family Fun Center</p> <p><input type="checkbox"/> Sports Bar</p> <p><input type="checkbox"/> Bar</p> <p><input type="checkbox"/> Restaurant</p> <p><input type="checkbox"/> Laundromat</p> <p><input type="checkbox"/> Movie Theatre</p> <p><input type="checkbox"/> Mall</p> <p><input type="checkbox"/> Other (please specify)</p>
Game Owner/Operator Company Name:	
Game Owner/Operator Address:	
Game Owner/Operator City/State/Zip:	
Game Owner/Operator Phone Number:	
Game Owner/Operator Fax Number:	
Game Owner/Operator E-Mail Address:	
Game Location Name and Address:	

***NOTE: Extended warranty only applies if ALL boxes on this form are complete.
One game per form. Extended warranty does not apply to used or close-out games.**



Bay Tek Games Inc.
 1077 East Glenbrook
 Drive
 Pulaski, WI 54162
 Fax: 920.822.8936
 Phone: 920.822.3951
www.baytekgames.com

Record this information for future reference:

Serial number: _____

(Located inside the ticket door on the ramp piece)

Date of installation: _____

Installed by: _____

Service: 920.822.3951 EXT. 1102

Parts: 920.822.3951 EXT. 1107

For 24 hour pricing and ordering please visit us on the web at

www.baytekgames.com



OPERATION AND SET UP

Safety Precautions



CAUTION: Electric Shock Hazard

Do not perform repairs or maintenance on this game with the power ON.

Unplug the unit from the wall outlet or shut off power at the power strip inside the game.



CAUTION: Electric Shock Hazard

Always plug game into grounded circuit.



CAUTION: Use of flammable

substances can cause severe burns or personal injury.

Always use non-flammable solvents for cleaning parts and surfaces. Do not use substances such as gasoline, kerosene, or thinners.

Unpacking, Assembly, and Installation

Inspect the game for any damaged, loose, or missing parts. If damage is found please contact the carrier first. Then contact Bay Tek Games at [920.822.3951](tel:920.822.3951) or service@baytekgames.com to order replacement parts.



CAUTION: Lifting Hazard.

Lifting heavy objects can cause back, neck, and other injuries.

Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.

SET UP

All alley bowler games are shipped in two pieces. The front ramp cabinet and the rear Playfield cabinet. Balls are boxed and strapped to the top of the rear cabinet.

1. Place the rear cabinet near the final location.
2. Uncoil the power cord at the back of the cabinet and plug the power cord into the wall outlet. Be sure the outlet is the correct voltage. The game lighting will light up and the score display will be in chase mode.
3. Remove any tape securing game lighting or other components. Remove the paper facing on the front acrylic of the cabinet.

4. Place the rear cabinet in its final position. If leveling is necessary, use adequate shims and blocking to prevent tipping.

5. Position the front ramp cabinet near the rear cabinet and plug in the wiring connectors between the cabinets. The ramp chase lighting will illuminate and the score display should read 'Lo' meaning the ticket tray is empty.

6. With everything work properly to this point, tilt the rear cabinet backward slightly while the front cabinet is pushed into position under the lip of the rear cabinet. Be sure the sides are even. There are no hardware connections between these sections.

7. Remove the keys taped to the coin return in the ramp cabinet. Fill the ticket dispenser. The score display should read 'Lb' meaning no balls are in the return rack.

8. Remove the balls from the box and roll them up the ramp so they fill the return rack. The score display should then go to chase mode.

9. The game is set up for standard factory defaults. See the Programming section on page 4 for default values. Make any dipswitch setting changes you need to make prior to operating the game. Be sure the power is off before making changes. See Instructions.

10. Play the game a few times to make sure that everything is working. If something is not working properly, review the troubleshooting section first. If the problem cannot be resolved, contact the Bay Tek service department at: service@baytek.com, or phone [\(920\) 822-3951](tel:920.822.3951).

11. Once everything is set and working properly, use glass cleaner and a soft clean cloth to clean all the acrylic and metal surfaces on the game. Use an anti-static cleaner polisher on the black ramp surface to protect it and keep it slippery. The game is now ready to play.

Note: The coin box lock is provided with a different set of keys allowing operators to hand out maintenance keys without compromising security to the coin box.

HOW THE GAME WORKS

FIREBALL

Fire Ball is a game of skill requiring accurate aim to score high points. A progressive version of this game is also available.

The player is given 9 balls per play. One or two coins are required for each play. The owner sets these options.

The player tries to 'bowl' as many points as possible with available balls, by rolling the balls up the ramp and into the various valued rings. The upper digital display indicates the total number of points won. The lower display indicates the number of balls played. At the end of the game, tickets are dispensed according to the 'ticket pattern' preset on the dipswitches.



BASKET FEVER

Basket Fever operates in the same manner as Fire Ball and also has a progressive version. The difference is that players aim for the various valued baskets to score points and build up ticket payouts. Scoring and ticket payouts are also based on the score placard located on the left rail of the game.



HOW THE GAME WORKS

BUSTIN' BALLOONS

Bustin' Balloons is an exciting version of the old carnival game. The difference in this game is that players must score points by knocking over balloons. Scores are based on the number of balloons "popped" or knocked over and their value. As with Basket Fever and Fire Ball, tickets are dispensed based on points displayed on the score place card on the left rail of the game. A progressive version of this game is also available.



OPERATION

SERVICE CONNECTIONS

All Bay Tek games are 110V or 220V(optional) and draw 2-3 amps at startup. Outlets should be rated for 20 amps or higher.

IMPORTANT: Be sure that the electrical power outlets match the game requirements. See outlet labeling at rear bottom of game cabinet.

SOUNDS

A voice and sound chip enhance the visual effects of the game during normal play and during 'Attract' mode of operation. A volume control is located on the ticket tray.

COUNTERS

Counters are mounted inside the left front ramp door on the ticket tray. The counters track the number of games played and tickets dispensed. The counters cannot be reset.



SCORE DISPLAY BOARDS

The lower digital display indicated the number of balls played.

The upper score display board indicates the total number of points scored. Tickets are earned based on the ticket score plate and will be dispensed immediately as they are earned.



Ticket Score Plates

PROGRAMMING SECTION

PROGRAMMING OPTIONS

The owner can easily set ticket value for each scoring range, coins per play and free play using the dipswitches on the main circuit board. See default settings below.

The main circuit board is located in the top of the rear cabinet behind the score display board. Be sure power is off before setting these dipswitches.

IMPORTANT: Power must be OFF to the game when setting dipswitches. Turn OFF the power strip inside the cabinet. Set the dipswitches to the desired settings, wait 30 seconds and then turn ON power at the power strip.

Factory Default Settings

Fireball

Function	Factory Setting	Chart
Standard Ticket	Pattern 7	1
Coins per Play	1 Coin	4
Attract Mode	Enabled	6
Free Play Mode	Disabled	7
Ticket Disp. Power	Enabled	8
New Coin Ends Game	Enabled	10
Score Display	Scrolling	12
Factory Default Settings Bank 1		
Dip 1	Dip 2	Dip 3
ON	OFF	OFF
Factory Default Settings Bank 2		
Dip 1	Dip 2	Dip 3
OFF	OFF	OFF

Basket Fever

Function	Factory Setting	Chart
Standard Ticket	Pattern 6	1
Coins per Play	1 Coin	4
Attract Mode	Enabled	6
Free Play Mode	Disabled	7
Ticket Disp. Power	Enabled	8
New Coin Ends Game	Enabled	10
Score Display	Scrolling	12
Factory Default Settings Bank 1		
Dip 1	Dip 2	Dip 3
OFF	ON	OFF
Factory Default Settings Bank 2		
Dip 1	Dip 2	Dip 3
OFF	OFF	OFF

Bustin' Balloons

Function	Factory Setting	Chart
Standard Ticket	Pattern 4	1
Coins per Play	1 Coin	4
Attract Mode	Enabled	6
Free Play Mode	Disabled	7
Ticket Disp. Power	Enabled	8
New Coin Ends Game	Enabled	10
Score Display	Scrolling	12
Factory Default Settings Bank 1		
Dip 1	Dip 2	Dip 3
OFF	OFF	ON
Factory Default Settings Bank 2		
Dip 1	Dip 2	Dip 3
OFF	OFF	OFF



FIREBALL STANDARD TICKET TABLE SELECT

**Chart
1**

BANK 1 -- DIP 1 -- DIP 2 -- DIP 3

STANDARD TICKET TABLES-FIREBALL

OPTION - POINT RANGE - TICKETS WON

**Dip 1
Position Dip 2
Position Dip 3
Position**

Option	Range	Tickets	Range	Tickets	Range	Tickets	Dip 1 Position	Dip 2 Position	Dip 3 Position
	0-90		300-340		600-690				
1	0-90	1	300-340	6	600-690	11	on	on	on
	100-140	2	350-390	7	700-790	12			
	150-190	3	400-440	8	800-890	13			
	200-240	4	450-490	9	900	14			
	250-290	5	500-590	10					
2	0-90	1	300-340	6	600-690	25	off	on	on
	100-140	2	350-390	7	700-790	50			
	150-190	3	400-440	8	800-890	75			
	200-240	4	450-490	9	900	100			
	250-290	5	500-590	10					
3	0-90	1	300-340	6	600-690	50	on	off	on
	100-140	2	350-390	7	700-790	100			
	150-190	3	400-440	10	800-890	150			
	200-240	4	450-490	15	900	1000			
	250-290	5	500-590	25					
4	0-90	1	300-340	11	600-690	25	off	off	on
	100-140	3	350-390	13	700-790	50			
	150-190	5	400-440	15	800-890	75			
	200-240	7	450-490	17	900	100			
	250-290	9	500-590	20					
5	0-90	2	300-340	12	600-690	30	on	on	off
	100-140	4	350-390	14	700-790	40			
	150-190	6	400-440	16	800-890	50			
	200-240	8	450-490	18	900	100			
	250-290	10	500-590	20					
6	0-90	2	300-340	12	600-690	50	off	on	off
	100-140	4	350-390	14	700-790	75			
	150-190	6	400-440	16	800-890	100			
	200-240	8	450-490	18	900	1000			
	250-290	10	500-590	25					
7 FACTORY	0-90	3	300-340	8	600-690	50	ON	OFF	OFF
	100-140	4	350-390	10	700-790	100			
	150-190	5	400-440	15	800-890	250			
	200-240	6	450-490	20	900	1000			
	250-290	7	500-590	30					
8	0-90	4	300-340	9	600-690	35	off	off	off
	100-140	5	350-390	10	700-790	50			
	150-190	6	400-440	15	800-890	100			
	200-240	7	450-490	20	900	1000			
	250-290	8	500-590	25					

BASKET FEVER STANDARD TICKET TABLE SELECT

**Chart
2**

BANK 1 -- DIP 1 -- DIP 2 -- DIP 3

STANDARD TICKET TABLES-BASKET FEVER

OPTION - POINT RANGE - TICKETS WON

**Dip 1
Position Dip 2
Position Dip 3
Position**

1	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	on	on	on
	0-40	1	300-390	6	800-890	15			
	50-90	2	400-490	7	900	25			
	100-140	3	500-590	8					
	150-190	4	600-690	9					
	200-290	5	700-790	10					
2	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	off	on	on
	0-40	1	300-390	6	800-890	15			
	50-90	2	400-490	7	900	100			
	100-140	3	500-590	8					
	150-190	4	600-690	9					
	200-290	5	700-790	10					
3	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	on	off	on
	0-40	2	300-390	7	800-890	12			
	50-90	3	400-490	8	900	50			
	100-140	4	500-590	9					
	150-190	5	600-690	10					
	200-290	6	700-790	11					
4	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	off	off	on
	0-40	2	300-390	7	800-890	12			
	50-90	3	400-490	8	900	100			
	100-140	4	500-590	9					
	150-190	5	600-690	10					
	200-290	6	700-790	11					
5	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	on	on	off
	0-40	3	300-390	8	800-890	13			
	50-90	4	400-490	9	900	50			
	100-140	5	500-590	10					
	150-190	6	600-690	11					
	200-290	7	700-790	12					
6 F A C T O R Y	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	OFF	ON	OFF
	0-40	3	300-390	8	800-890	13			
	50-90	4	400-490	9	900	100			
	100-140	5	500-590	10					
	150-190	6	600-690	11					
	200-290	7	700-790	12					
7	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	on	off	off
	0-40	4	300-390	9	800-890	14			
	50-90	5	400-490	10	900	50			
	100-140	6	500-590	11					
	150-190	7	600-690	12					
	200-290	8	700-790	13					
8	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	<i>Range</i>	<i>Tickets</i>	off	off	off
	0-40	6	300-390	16	800-890	50			
	50-90	8	400-490	18	900	250			
	100-140	10	500-590	20					
	150-190	12	600-690	22					
	200-290	14	700-790	25					

BUSTIN' BALLOONS STANDARD TICKET TABLE SELECT

**Chart
3**

BANK 1 -- DIP 1 -- DIP 2 -- DIP 3

STANDARD TICKET TABLES-BUSTIN' BALLOONS

OPTION - POINT RANGE - TICKETS WON

**Dip 1
Position Dip 2
Position Dip 3
Position**

Option	Range		Range		Range		Dip 1 Position	Dip 2 Position	Dip 3 Position
	Tickets		Tickets		Tickets				
1	0-50	0	500-550	5			on	on	on
	100-150	1	600-650	6					
	200-250	2	700-750	7					
	300-350	3	800-850	8					
	400-450	4	900	9					
2	0-50	1	500-550	6			off	on	on
	100-150	2	600-650	7					
	200-250	3	700-750	8					
	300-350	4	800-850	9					
	400-450	5	900	10					
3	0-50	2	500-550	7			on	off	on
	100-150	3	600-650	8					
	200-250	4	700-750	9					
	300-350	5	800-850	10					
	400-450	6	900	11					
4 F A C T O R Y	0-50	3	500-550	8			OFF	OFF	ON
	100-150	4	600-650	9					
	200-250	5	700-750	10					
	300-350	6	800-850	11					
	400-450	7	900	12					
5	0-50	4	500-550	9			on	on	off
	100-150	5	600-650	10					
	200-250	6	700-750	11					
	300-350	7	800-850	12					
	400-450	8	900	13					
6	0-50	1	500-550	6			off	on	off
	100-150	2	600-650	7					
	200-250	3	700-750	8					
	300-350	4	800-850	10					
	400-450	5	900	15					
7	0-50	2	500-550	7			on	off	off
	100-150	3	600-650	8					
	200-250	4	700-750	9					
	300-350	5	800-850	10					
	400-450	6	900	15					
8	0-50	3	500-550	18			off	off	off
	100-150	6	600-650	21					
	200-250	9	700-750	25					
	300-350	11	800-850	30					
	400-450	15	900	50					

**COINS PER PLAY - BALLS PER GAMES - ATTRACT MODE - FREE PLAY MODE -
TICKET DISPENSER POWER**

Chart 4	BANK 1 -- DIP 6		
	COINS PER PLAY		
Allows you to set the number of coins/credits per game. <u>FACTORY DEFAULT SETTING: 1 COIN</u>	OPTIONS	Switch 6 Position	
	2 Coins	on	
	1 Coin	OFF	

Chart 5	BANK 1 -- DIP 4-5		
	Trigger the Progressive		
Allows you to set the winning score to trigger the progressive win.	OPTIONS	Switch 4 Position	Switch 5 Position
	600	off	off
	700	off	on
	800	on	off
	900	on	on

Chart 6	BANK 1 -- DIP 7		
	ATTRACT MODE		
When the game is not being played the attract mode will play selected tracks from the audio software and the chase lights will flash. <u>FACTORY DEFAULT SETTING: ENABLED</u>	OPTIONS	Switch 7 Position	
	Enabled	ON	
	Disabled	off	

Chart 7	BANK 2 -- DIP 1		
	FREE PLAY MODE		
Will allow the game to be played <u>without</u> adding any coins or credits <u>FACTORY DEFAULT SETTING: NORMAL GAME PLAY</u>	OPTIONS	Switch 1 Position	
	Free Play Mode	on	
	Disabled	OFF	

Chart 8	BANK 1 -- DIP 8		
	TICKET DISPENSER POWER		
Allows the operator to disable the ticket dispenser so no tickets will be paid. <u>FACTORY DEFAULT SETTING: DISPENSERS ON</u>	OPTIONS	Switch 8 Position	
	Power Off	on	
	Enabled	OFF	

CLEAR EEPROM - MULTI CREDITS - NOT USED

Chart 9	BANK 2 -- DIP 2		
	CLEAR EEPROM		
<p>Allows the operator to clear credits owed, tickets owed, and points scored. Use the following steps:</p> <p>1. Turn game power OFF 5. See 'clr' on Display 2. Turn the switch ON 6. Turn game OFF 3. Turn the game ON 7. Turn switch OFF 4. Wait 30 seconds 8. Game is ready</p> <p><u>FACTORY DEFAULT SETTING: NORMAL</u></p>	OPTIONS	Switch 2 Position	
	Clear EEprom	on	
	Normal	OFF	

Chart 10	BANK 2 -- DIP 3		
	NEW COIN ENDS GAME		
<p>When <u>ENABLED</u> & ball count > 0, new coin promptly ends current game & starts new game (If ball count = 0, see DISABLED)</p> <p>When <u>DISABLED</u> new coins accumulate & current game finishes before next game starts</p> <p><u>FACTORY DEFAULT SETTING: ENABLED</u></p>	OPTIONS	Switch 3 Position	
	Disabled	on	
	Enabled	OFF	

Chart 11	BANK 2 -- DIP 4 -- DIP 5			
	NUMBER OF GAMES TO WIN PROGRESSIVE JACKPOT			
<p>Sets the number of consecutive perfect wins to receive the jackpot.</p> <p><u>FACTORY DEFAULT SETTING:</u> <u>BASKET FEVER=1 WIN</u> <u>BUSTIN' BALLOONS=2 WINS</u> <u>FIREBALL=2 WINS</u></p>	OPTIONS	Switch 4 Position	Switch 5 Position	
	1 WIN	OFF	OFF	
	2 WINS	ON	OFF	
	3 WINS	OFF	ON	
	4 WINS	ON	ON	

CHASE LIGHTS

Chart 13	BANK 2 -- DIP 8		
	CHASE LIGHTS		
	IF THIS DIP IS "OFF" IT MAY EFFECT THE GAME'S CHASE LIGHT SYSTEM. PLEASE LEAVE IT "ON"	OPTIONS	Switch 8 Position
		ON	ON
off		off	

DIAGNOSTIC MODE

Chart 14	BANK 2 -- DIP 6 -- DIP 7			
	TARGET DIAGNOSTICS			
	THESE DIPS ARE USED TO TEST YOUR GAME'S TARGETS. THEY SHOULD REMAIN "OFF" UNLESS YOU NEED TO TEST THE TARGETS. SEE PAGES 14 AND 15 FOR DIRECTIONS TO USE THE DIAGNOSTICS.	OPTIONS	Switch 6 Position	Switch 7 Position
		NORMAL GAME	OFF	OFF
		NORMAL GAME	OFF	ON
		STUCK OFF TEST	ON	OFF
STUCK ON TEST		ON	ON	

JACKPOT SIGN DIPS

Chart 15	BANK 1 -- DIP 1 -- DIP 2			
	INCREMENTAL POINTS INCREASED			
	Sets the number of tickets to increment up with each game played. <u>FACTORY DEFAULT SETTING:</u> <u>1 ticket per game played</u>	OPTIONS	Switch 1 Position	Switch 2 Position
		none	OFF	OFF
		1/2	ON	OFF
		1 ticket	OFF	ON
2 tickets		ON	ON	

JACKPOT SIGN DIPS

**Chart
16**

BANK 1 -- DIP 3 -- DIP 4 -- DIP 5

MINIMUM JACKPOT TICKETS

	OPTIONS	Switch 3 Position	Switch 4 Position	Switch 5 Position
Sets the minimum number of tickets in the jackpot. FACTORY DEFAULT SETTING: <u>1000 tickets</u>	10	OFF	OFF	OFF
	25	ON	OFF	OFF
	50	OFF	ON	OFF
	100	ON	ON	OFF
	250	OFF	OFF	ON
	500	ON	OFF	ON
	1000	OFF	ON	ON
	2500	ON	ON	ON

**Chart
17**

BANK 1 -- DIP 6 -- DIP 7 -- DIP 8

MINIMUM JACKPOT TICKETS

	OPTIONS	Switch 6 Position	Switch 7 Position	Switch 8 Position
Sets the maximum number of tickets in the jackpot. FACTORY DEFAULT SETTING: <u>9999 tickets</u>	50	OFF	OFF	OFF
	100	ON	OFF	OFF
	250	OFF	ON	OFF
	500	ON	ON	OFF
	1000	OFF	OFF	ON
	2500	ON	OFF	ON
	5000	OFF	ON	ON
	9999	ON	ON	ON

TARGET DIAGNOSTIC MODE

TARGET DIAGNOSTICS

IF YOU FEEL YOUR GAME HAS A FAULTY TARGET SENSOR
YOU CAN PERFORM TWO DIFFERENT TESTS TO DETERMINED
THE PROBLEM.
PLEASE SEE THE FOLLOWING PAGES.

TEST FOR TARGETS THAT MAYBE BE STUCK "ON"

TARGET STUCK "ON"

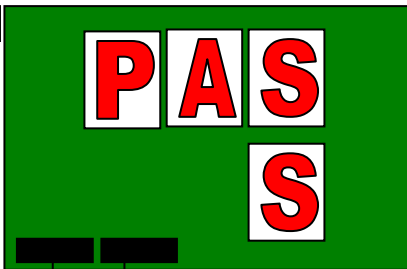
FIRST, TURN OFF THE GAME.
TURN ON DIP 6 BANK 2. TURN ON DIP 7 BANK 2. TURN THE GAME BACK ON.
THE DISPLAY WILL SHOW ONE OF TWO THINGS.

PASS, AND ALL TARGETS WORK CORRECTLY, FIG 1.

ERR #, TELLS YOU A TARGET IS STUCK "ON". THAT MEANS THE TARGET IS ALWAYS SEEING A SCORE WHETHER THE TARGET IS HIT OR NOT. THE NUMBER DISPLAYED ON THE LOWER BOARD IS THE TARGET NOT WORKING. IF THERE IS MORE THEN ONE BAD TARGET, THE NUMBER WILL SCROLL ALL FAULTY TARGETS, FIG 2.
USE THE MAPS BELOW TO DETERMINED THE FAULTY TARGET, FIG 3.

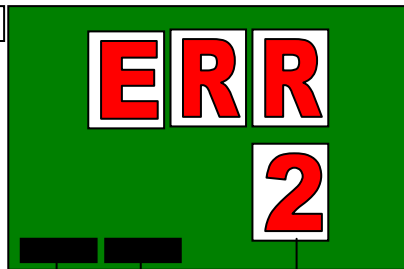
**YOU CAN ORDER REPLACEMENT PARTS AT
WWW.BAYTEKGAMES.COM/PARTS OR BY CALLING 920-822-3951 EXT 1101.**

FIG 1



DIP SWITCHES

FIG 2

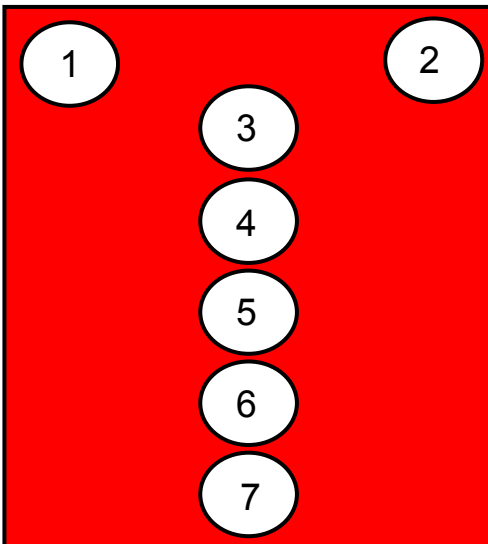


FAULTY TARGET

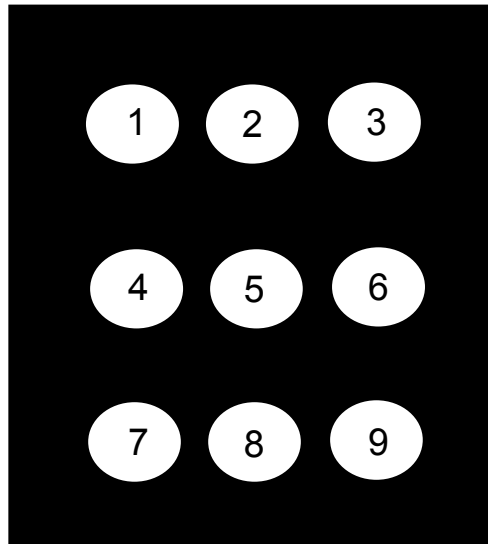
FIG 3

LOOKING AT THE GAME FROM THE FRONT.

FIREBALL MAP



BASKET FEVER AND BUSTIN BALLOONS MAP



TESTS FOR TARGETS THAT MAYBE STUCK "OFF"

TARGET STUCK OFF

FIRST, TURN OFF THE GAME.

TURN ON DIP 6 BANK 2. TURN OFF DIP 7 BANK 2. TURN THE GAME BACK ON.

THE DISPLAY WILL SHOW **ERR #**, FIG 1.

MAKE SURE THAT THE SCROLLING NUMBERS GO 1-7 ON FIREBALL AND 1-9 FOR BASKET FEVER AND BUSTIN' BALLOONS. IF ANY NUMBER IS MISSING FROM THE INITIAL SCROLL PLEASE DO THE "**STUCK ON**" TEST.

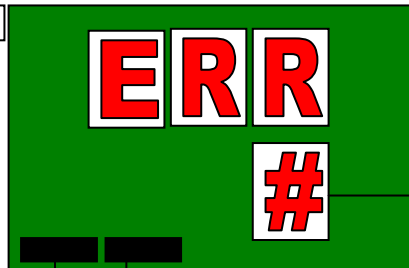
USE THE MAPS BELOW (FIG 2), BLOCK EACH TARGET ONE AT A TIME. AS YOU DO THIS THE NUMBER OF THAT TARGET SHOULD COME OFF THE SCROLLING DISPLAY AND THE CORRESPONDING SCORING SOUND WILL PLAY. IF NOT, THAT COULD MEAN YOU NEED TO REPLACE THAT TARGET SENSOR.

IF ALL TARGETS WORK THE DISPLAY WILL SHOW "PASS" WHEN YOU TRIGGER THE LAST TARGET.

YOU CAN ORDER REPLACEMENT PARTS AT

WWW.BAYTEKGAMES.COM/PARTS OR BY CALLING 920-822-3951 EXT 1101.

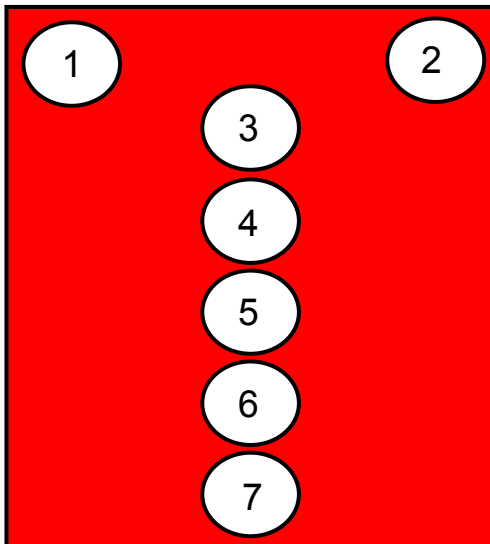
FIG 1



SCROLLING TARGET NUMBERS
1-7 FIREBALL
1-9 BASKET FEVER
1-9 BUSTIN' BALLOONS

DIP SWITCHES

FIREBALL MAP



BASKET FEVER AND
BUSTIN BALLOONS MAP

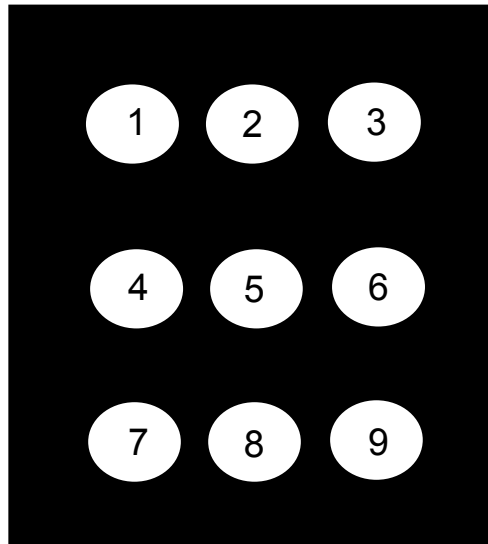


FIG 2
LOOKING
AT THE
GAME
FROM
THE
FRONT.

LUBRICATION AND PREVENTIVE MAINTENANCE SECTION

Maintenance Chart

Use the following maintenance chart as a guide only. Actual maintenance intervals will depend on usage and environmental conditions at the location of the game.

Keep a log of all inspections, even if no problem exists, with date and time of inspection, action taken. A sample Repair Record is located at the end of this manual.

IMPORTANT: Do not use cleaning solvents on game graphics. Use only a mild soap solution and dry with a clean lint free cloth.

IMPORTANT: Use glass cleaner and a soft clean cloth to clean all the acrylic and metal surfaces on the game. Use an anti-static cleaner polisher on the black ramp surface to protect it and keep it slippery.

IMPORTANT: The game should be shut OFF for cleaning and maintenance.

CAUTION: Use of flammable substances can cause severe burns or personal injury.

Always use non-flammable solvents for cleaning parts and surfaces of this game. Do not use flammable substances such as gasoline, kerosene or thinners.



TASK	DAILY	WEEKLY	MONTHLY
Fill ticket tray.	✓		
Empty coin box.	✓		
Play the game to ensure it is working properly.	✓		
Inspect the game for physical damage. Repair as needed.		✓	
Inspect game lighting, replace lamps as needed.		✓	
Clean outside surfaces.		✓	
Clean the ticket dispenser with compressed air. Clean the opto sensor using a cotton swab and isopropyl alcohol.		✓	
Check all hardware for tightness.			✓

TROUBLESHOOTING GUIDE AND DIAGNOSTIC SECTION

PROBLEM	PROBABLE CAUSE	REMEDY
No power to the game	1. Unplugged	1. Check wall outlet
	2. Blown Fuse	2. Check transformer fuse (220 v only - 7 amp fast burn)
	3. Circuit breaker tripped	3. Reset power strip breaker or building circuit breaker
	4. Bad power supply	4. See power supply diagnostic. Replace if faulty - A5PS1001
No audio	1. Volume too low	1. Increase volume at the control on the inside of the left ramp door.
	2. Loose wire at the control or speaker	2. Check audio cable connections to the speakers, volume control knob, and main board. Check continuity.
	3. Bad connection between head piece and ramp piece	3. Check connection between the pieces.
	4. Defective potentiometer	4. Replacement - A5PO1K
	5. Main circuit board malfunction	5. Replace the main board with a known same type main board to isolate the problem.
Fluorescent lighting not functioning	1. Fixture unplugged	1. Check power cable to the power strip.
	2. Lamp out	2. Replace lamp
	3. Faulty fixture	3. Replace entire fixture
Chase lights not functioning properly	1. One chase light strip is bad	1. Unplug all but one strip to isolate the bad one. One bad strip will cause them all to not work properly.
	2. Jumper board between the sections has become unplugged	2. Reconnect the board. It does not matter what cable goes where.
Game resets	1. Surge from ball release solenoid	1. Ensure the surge suppressor - A5SS1000 - is soldered securely across both leads of the ball release solenoid.
	2. Interference from fluorescent lights	2. Unplug fluorescent lights from the power strip
	3. The main board thinks the game is over	3. The game ends after 9 scores are recorded or 9 balls have been counted

TROUBLESHOOTING GUIDE AND DIAGNOSTIC SECTION

PROBLEM	PROBABLE CAUSE	REMEDY
Balls are not released	1. Low ball switch not being depressed by balls	1. 3rd. ball should hold the switch down
	2. Defective ball release solenoid	2. Check for 110 VAC pulse at the solenoid
	3. Defective AC driver board	3. Check that the light on the driver board flashes with the pulse of the ball release
	4. Blown fuse on the AC driver board	4. Replace the fuse in the driver board
	5. Bad connection between the ramp and head pieces	5. Check the connection between the pieces
	6. A score opto is faulty causing the game to malfunction	7. Unplug all scoring opto's, if the problem goes away then reconnect one at a time to isolate the faulty one - AASE0001
Incorrect number of balls <u>released</u>	1. Low ball switch problem	2. 3rd ball should hold the switch down
	2. If only two balls are released instead of three	2. The third ball is catching on the release arm. The assembly needs to be replaced - AABR6000
	3. Game ends or resets before all balls are released	3. See Game Resets section and/or Incorrect Number of Balls Counted
	4. A score opto is faulty causing the game to malfunction	4. Unplug all scoring opto's, if the problem goes away then reconnect one at a time to isolate the faulty one - AASE0001
Incorrect number of balls <u>counted</u>	1. Malfunction in the ball count switch	1. Test the switch by rolling a ball over it. Adjust or replace if needed
	2. Broken or loose wire	2. Check the wiring, including in-between the ramp and head
	3. The game ends before all balls are counted	3. The game will end at 9 scores. An opto in the rack may be faulty. Replace defective opto.
	4. A score opto is faulty causing the game to malfunction	4. Unplug all scoring opto's, if the problem goes away then reconnect one at a time to isolate the faulty one - AASE0001

TROUBLESHOOTING GUIDE AND DIAGNOSTIC SECTION

PROBLEM	PROBABLE CAUSE	REMEDY
Incorrect score totals - Bustin' Balloons	1. Game starts with a score already displayed	1. Target switches are not working properly. Adjust or replace as needed.
	2. Broken or loose wires	3. Check the target wires. Check the ground wire to the metal frame.
Incorrect score totals - Fireball and Basket Fever	1. Game starts with a score already displayed	1. Unplug all scoring opto's, if the problem goes away then reconnect one at a time to isolate the faulty one - AASE0001
	2. Broken or loose wires	2. Check wiring and connections
	3. Target sensors not recording scores	3. Adjust emitter and detector pair. Replace opto if needed.
	4. A score opto is faulty causing the game to malfunction	4. Unplug all scoring opto's, if the problem goes away then reconnect one at a time to isolate the faulty one - AASE0001
Tickets do not dispense or wrong amount dispenses	1. Disconnected, loose or broken wires.	1. Check connectors. Check for continuity.
	2. Bad connection between head piece and alley ramp piece.	2. Check plug where 2 cabinet pieces are pushed together.
	3. Opto Sensor on ticket dispenser dirty.	3. Blow dust from sensor and clean with isopropyl alcohol.
	4. Faulty ticket dispenser.	4. Replace with working dispenser to isolate the problem.
	5. Tickets continually spit out, and ticket counter is counting them down.	5. Tickets owed in memory. Follow clear EEPROM directions.
	6. Notch on tickets cut too shallow.	6. Flip tickets and load upside-down to have large cut notch toward opto sensor.

TROUBLESHOOTING GUIDE AND DIAGNOSTIC SECTION

PROBLEM	PROBABLE CAUSE	REMEDY	
Targets not resetting - Bustin' Balloons Cycle the game power and check that the motor turns with first game	Motor does not turn the 1st game after power up.	1. Faulty motor.	1. If 12 Volts at motor – Replace motor. (AAMO1001)
		2. Bad fuse in wire going back to motor.	2. Replace 2 Amp in-line fuse.
		3. Linkage jammed.	3. Repair linkage or cable.
		4. Motor has stopped so that targets are not able to be knocked over.	4. Hold target off switch as someone else coins up game. Motor will then cycle. Continue trouble shooting why motor does not stop on top switch.
	Motor will turn the 1st game after power up, but still goes to Err 0.	1. Motor home switch on bracket is not being activated by motor.	1. Bend switch so that cam activates switch. Replace switch if needed. (A5SW3000)
		2. One or more switches under the targets are not being held down by the weight of the target.	2. Bend switches under the targets so that they will activate with target sitting upright. Replace is needed. (AASW3020)

Error Code Section

Lo - Low tickets – The game thinks that there are no tickets sitting on the switch under the stack of tickets. Check switch (AASW200).
 Check wires from switch, including connections between head and ramp cabinet parts that push together.

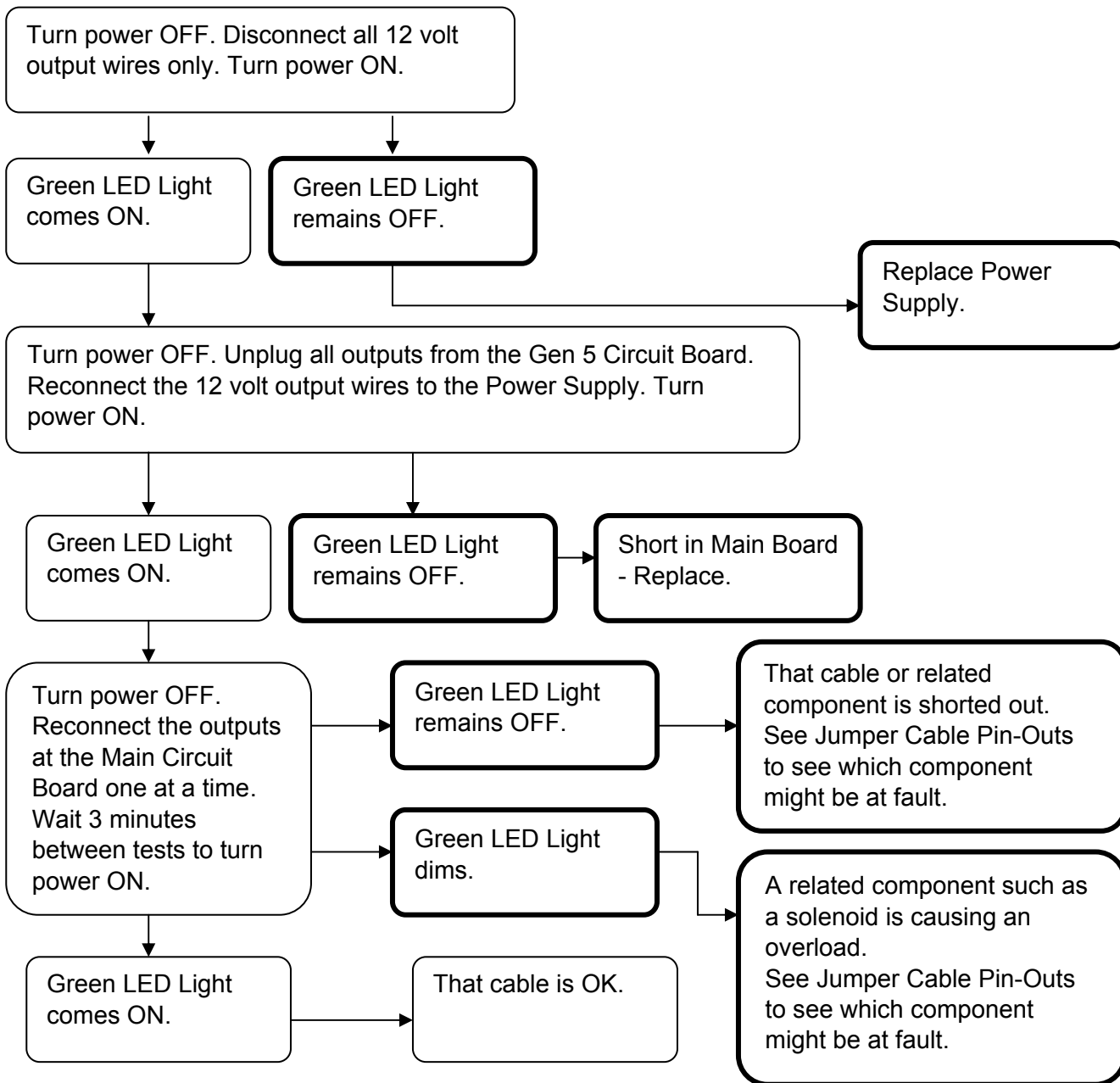
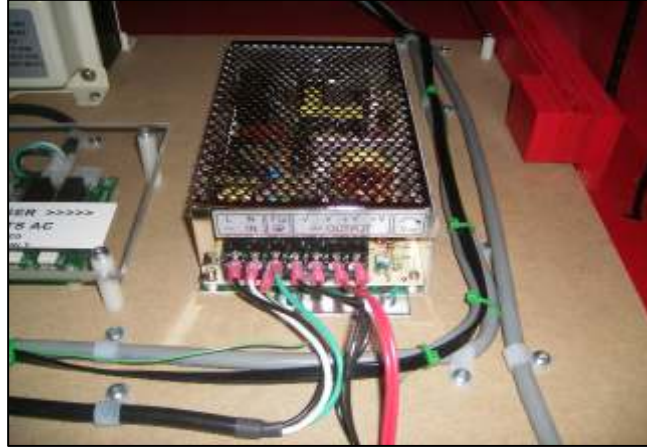
Lb – Low balls – The game thinks that there are less than 3 balls in the ball track. The 3rd ball is supposed to be in the track holding that switch down. Check switch (AASW3010) – Replace if needed.
 Check wires from switch, including connections between head and ramp cabinet parts that push together.

Err 0 – Motor home switch error – Bustin Balloon game only.
 1.) The game is not seeing the bug reset motor turn and activate this switch.
 2.) The game is not seeing the bug motor reset the bugs, make only 1 revolution and return to home position.
 Check to see if motor is turning and follow troubleshooting guide under Targets not resetting

Alley Bowler Power Supply Troubleshooting

Use the following procedure to check the power supply for Gen 5 games.

Check the small green LED light on the power supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits such as a bad motor.



Service and Repair Section



CAUTION: Electrical Shock Hazard. Do not perform maintenance or repair of this equipment with power ON. Unplug the unit from the wall outlet or shut off power at the power strip inside the cabinet.

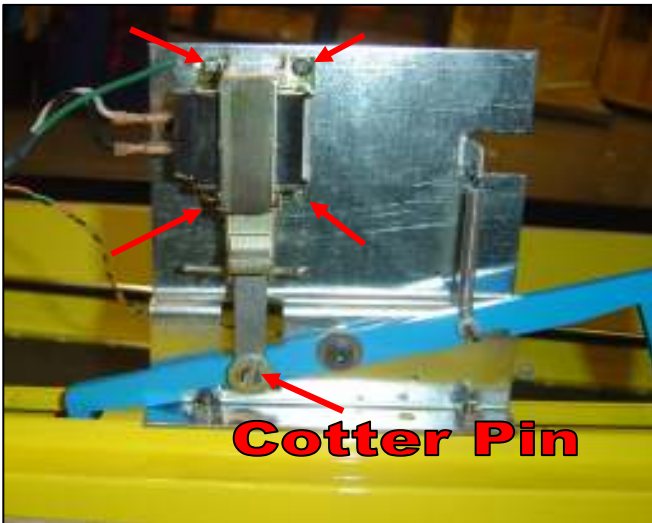
Ball Return Components

With power off to the game, remove the seven screws holding the ball return cover to the side of the ramp. Pull the cover out from under the rear cabinet lip and set aside.

Remove the balls and the five screws in the base of the groove of the return track. The return track can then be raised and laid upside down on the ramp.

Ball Release Solenoid

1. Disconnect the solenoid wiring at the terminals.
2. Remove the large cotter pin from the solenoid shaft extension.



3. Remove the four machine screws and green ground wire from the solenoid.
4. Install the new solenoid over the arm extension and secure with the large cotter pin. Be sure solenoid is facing the correct way.
5. Secure the solenoid to the mounting bracket with four machine screws. Be sure the green ground wire is under the nearest mounting screws.

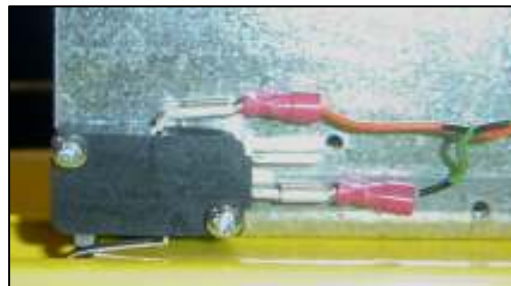
6. Attach the motor wiring to the solenoid terminals. Pinch on to insure that they will not vibrate loose.

7. Place the return track back into the side of the game. Turn on power and test the solenoid. If it is working correctly, secure the return track with the five screws.

8. Replace the return track cover and secure with seven screws.

Ball Count Low Ball Limit Switches

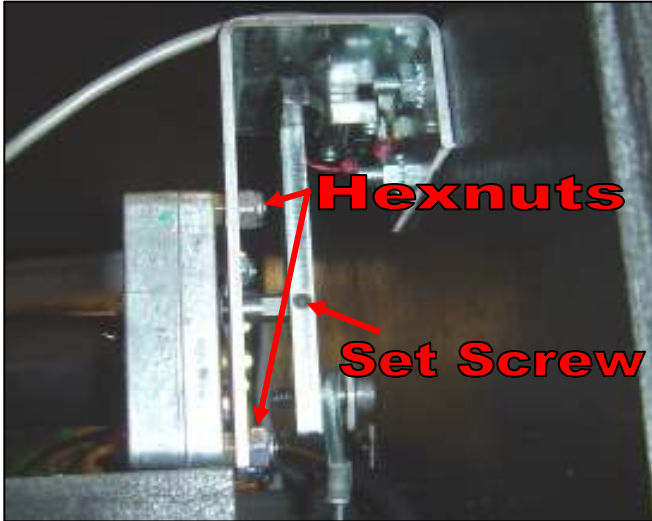
1. Disconnect the wiring at the terminals.
2. Remove the two screws holding the old switch to the game.
3. Install the new switch. Connect the wiring to the switch. Low Ball – Orange on top of switch, Green on bottom and center terminal empty. Ball Count – Orange with red strips on top, single color Orange on middle and bottom terminal empty. Pinch connectors to insure that they will not vibrate loose.
4. Place the return track back into the side of the game. Turn on power and test the solenoid. If it is working correctly, secure the return track with the five screws.
5. Replace the return track cover and secure with seven screws.



Service and Repair Section

Reset Motor - Bustin' Balloons

1. Remove the 12 screws that hold the rear access panel to the side of the cabinet and remove the panel. Either unplug the game or shut off power at the switch on the power strip.



2. Unplug the motor wiring.

3. Loosen the setscrew on the motor shaft cam and pull the cam and cable assembly from the end of the motor shaft.

4. Remove the four hex locknuts from the motor mount and remove the motor.

5. Install the new motor and secure with locknuts and washers.

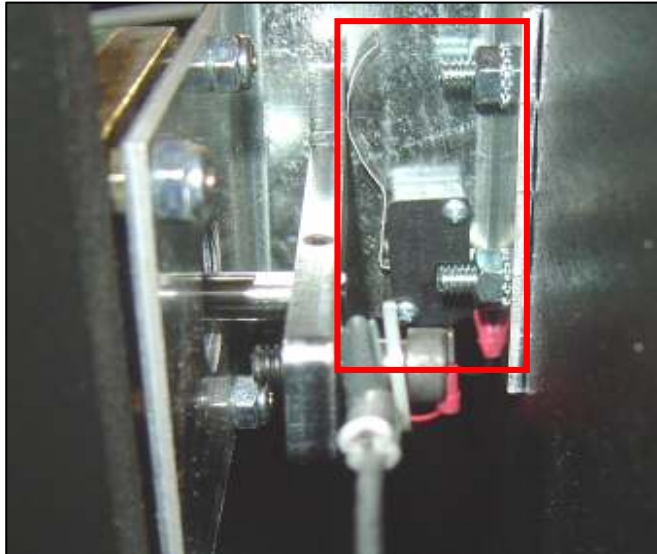
6. Mount the cam and cable assembly with the flat portion of the motor shaft matched to the flat side of the hole in the cam. Secure the cam with the setscrew.

7. Plug in the motor wiring and test the game. If the motor is working correctly, reinstall the rear access panel.

Position Sensor - Bustin' Balloons

1. Remove the 12 screws from the upper rear access panel mounting brackets and remove the panel. Either unplug the game or shut off power at the switch on the power strip.

2. Disconnect the sensor wires at the terminals.



3. Unscrew the two screws securing the sensor to the motor mounting bracket.

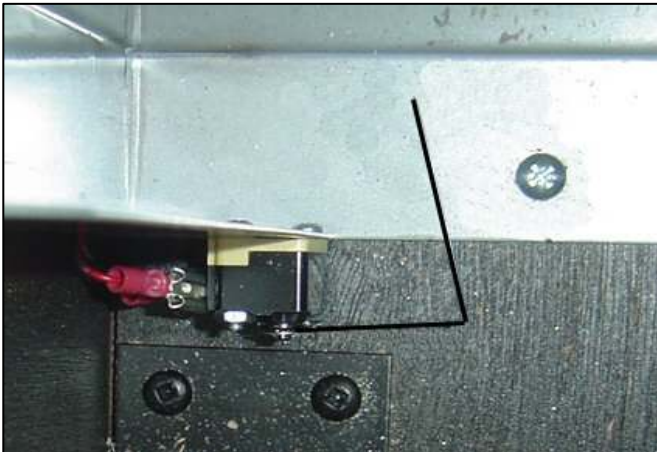
4. Install the new sensor (be sure the limit switch arm is against the cam as shown) and reattach the wires. Pinch the terminals to insure that the wires will not vibrate loose.

5. Test the game before re-installing the rear access panel.

Service and Repair Section

Low Ticket Switch

1. Shut power off to the game. Unlock the ticket tray access and open the door.
2. Remove any tickets in the game.
3. Remove the two screws at the bottom of the ticket tray and remove the tray from the game.
4. Disconnect the switch wiring and remove the two screws holding the switch to the tray.
5. Replace the switch and secure with the two machine screws. Reconnect the wiring. Place the Black wire on the bottom terminal and the Red wire on the top terminal. Do not use the center terminal.
6. Turn power on to the game and test operation of the switch.
7. Re-install the ticket tray in the game. Re-load tickets and lock the tray access door.



Target Sensor - Fireball and Basket Fever

1. Remove the 12 screws from the upper rear access panel mounting brackets and remove the panel. Either unplug the game or shut off power at the switch on the power strip.
2. Unplug the faulty board and remove the two screws holding the board to the playfield.
3. Replace the circuit board and secure with the two screws. Plug in the wire connector.

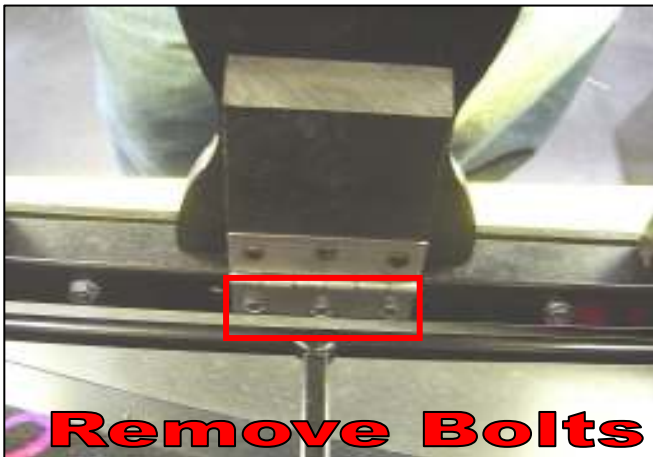


4. Test the game before re-installing the rear access panel.

Target Limit Switch - Bustin' Balloons

1. Remove the 12 screws from the upper rear access panel mounting brackets and remove the panel. Either unplug the game or shut off power at the switch on the power strip.
2. Remove the lower three hex nuts holding the balloon of the faulty switch to the cross-tube.
3. Pull the wiring out of the access hole in the tube and unplug the faulty switch. It may be necessary to cut some wire ties.
4. Through the two holes in the back of the tube, remove the two screws holding the switch the tube.
5. Replace the switch and secure with the two screws. Plug in the wire connector and push the wiring back into the tube. Secure with wire ties.

Target Limit Switch - Bustin' Balloons Cont'



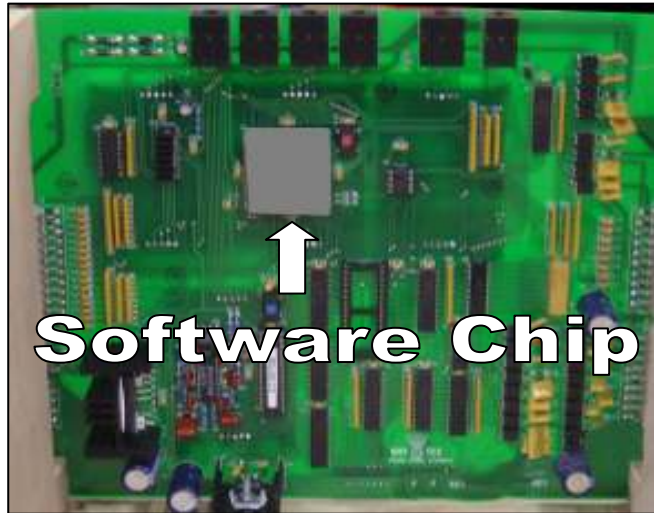
6. Test the game before re-installing the rear access panel.

Circuit Boards

Main Board with Score Display

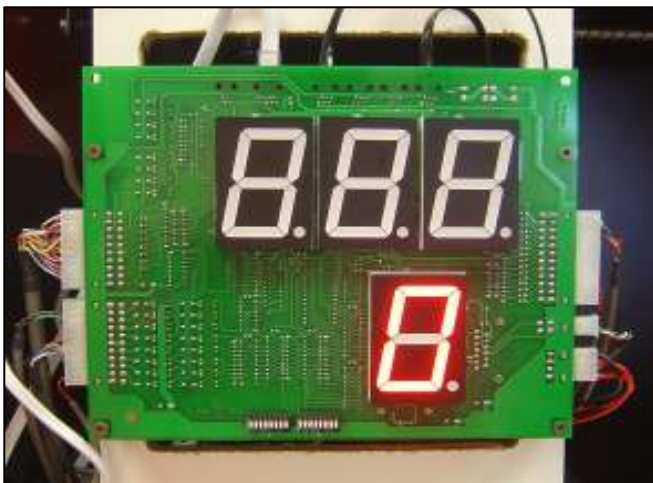
1. Carefully unplug the various connectors, and chase light cables.
2. Remove the four Phillips head screws at the four corners of the board and remove the board from the mounting panel.
3. Before installing the new board, check to be sure that the dipswitches are set in the same position as the old board.

NOTE: If swapping the circuit board with a spare Gen 5 board for testing purposes, be sure to also swap out the software chip. Use extreme care to prevent static electricity and to prevent bending socket pins



4. Install the new board and reconnect the wiring connectors and the white display cable. Be sure the correct software and sound chips are installed.

5. Re-test the game to insure everything is working properly.



Electrical Drawing Section



Gen. 5 Main Board and Display



**12. Volt Jumper Cable (J1)
AAJP2025**

**Volume Cable (J2) Connector
AACB4142**

BLK 12V Input	RED 12V Ground	BLK 12V Ground	RED 12v Input
-------------------------	-----------------------------	-----------------------------	-------------------------

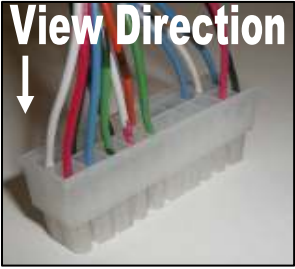
RED Audio Output	
BLK Audio Ground	

**Playfield Cable (J3) Basket Fever
AACB4141**



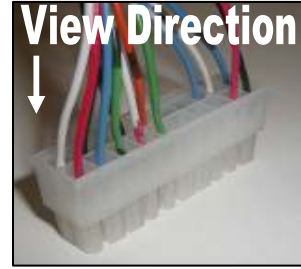
RED/BLK Scoring Sensor Input-Lower Left	WHT/BLK Scoring Sensor Input-Lower Center
RED Scoring Sensor Input-Upper Left	WHT/RED Scoring Sensor Input-Middle Center
WHT Scoring Sensor Input-Upper Center	BLU/WHT Scoring Sensor Input-Middle Right
BLU/BLK Scoring Sensor Input-Lower Right	BLU Scoring Sensor Input-Upper Right
RED/WHT Scoring Sensor Input-Middle Left	
GRN Scoring Sensors Ground	
ORG Scoring Sensors 12V	

**Playfield Cable (J3) Fireball
AACB4141**



	RED Left 100 Point Input	WHT/RED 30 Point Input
	WHT 50 Point Input	BLU/WHT 40 Point Input
	BLU/BLK 10 Point Input	BLU Right 100 Point Input
	RED/WHT 20 Point Input	
	GRN Scoring Sensors Ground	
	ORG Scoring Sensors 12v	

**Playfield Cable (J3) Bustin' Balloons
AACB4045**

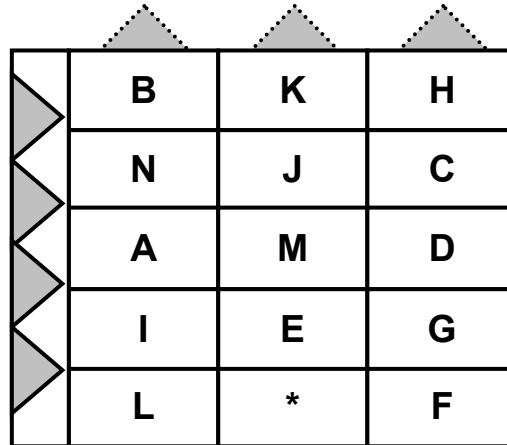


	GRN Switches Ground
WHT Switch Input- Upper Center	BLU Switch Input- Upper Right
BLU/WHT Switch Input- Middle Right	RED Switch Input- Upper Left
RED/WHT Switch Input- Middle Left	WHT/RED Switch Input- Middle Center
WHT/BLK Switch Input- Lower Center	BLU/BLK Switch Input Lower Right
	RED/BLK Switch Input- Lower Left
	RED Motor Switch Input
	BLK Motor Switch Ground

**Main Cable (J4) head Assembly
AACB4140**



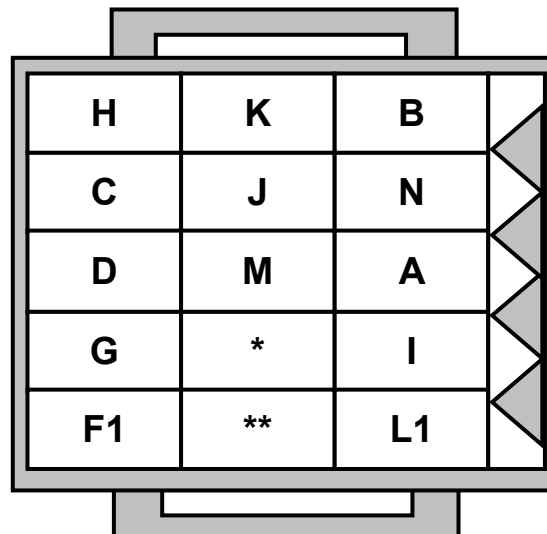
BLU/BLK Game Counter Output (A)	
RED/BLK Tkt. Disp. 12v (B)	WHT/RED Counters 12v (C)
BLU/WHT Tkt. Counter Output (D)	
GRN/BLK Low Ball Switch Input (E)	ORG Low Ball/Ball Count Switches Ground (F)
ORG/RED Ball Count Switch Input (G)	
RED/WHT Low Tkt. Switch Input (H)	
BLK/RED Coin Door Ground (I)	
WHT Coin Input (J)	RED Coin Door 12v (K)
BLK Ticket Ground (L)	BLU Ticket Notch Detector (M)
WHT/BLK Ticket Enable (N)	



Match the letters from the left side housing

* GRN from driver board
** GRN + GRN/WHT
F1 ORG + ORG/BLK
L1 BLK + BLK/ WHT

Ramp AACB5010

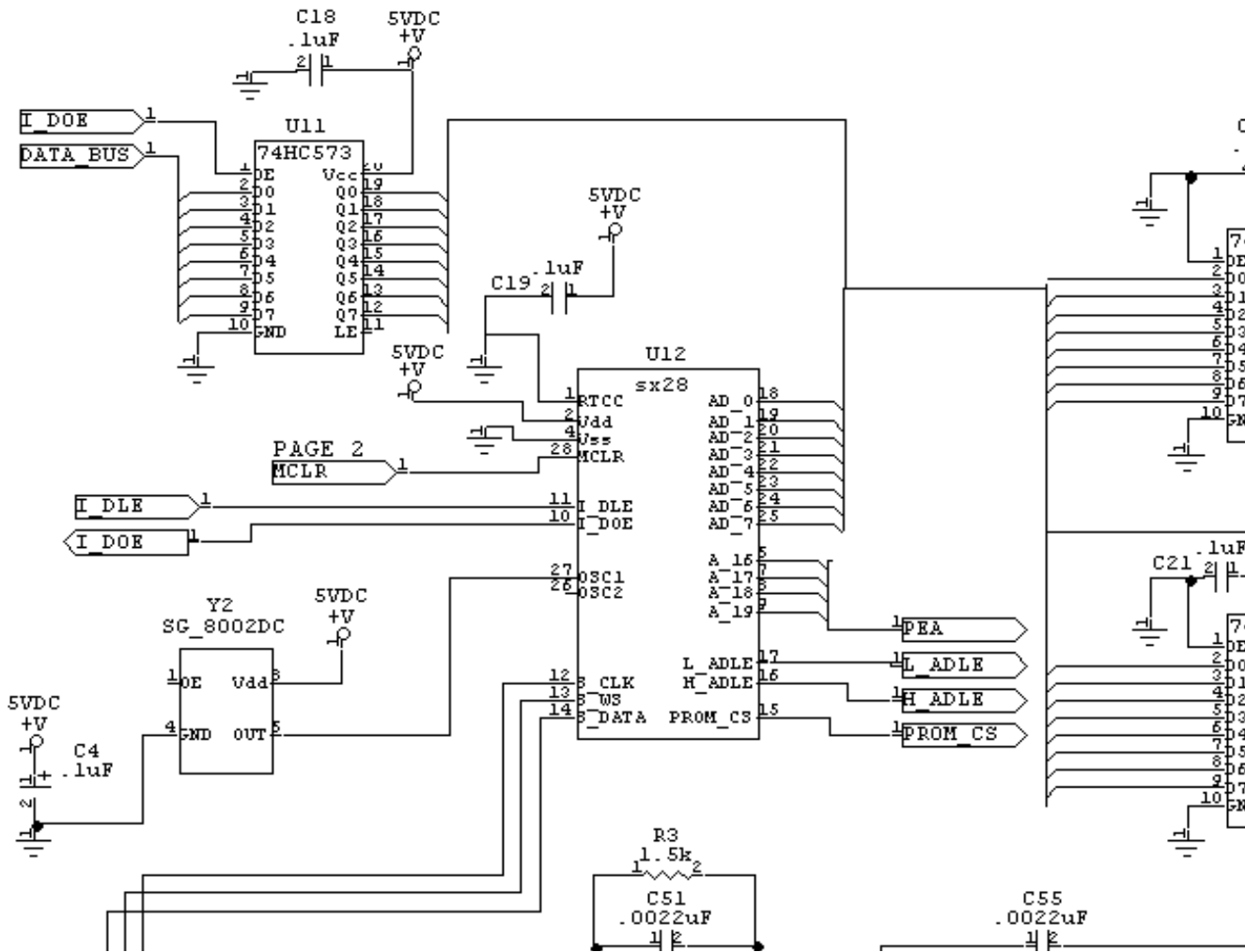


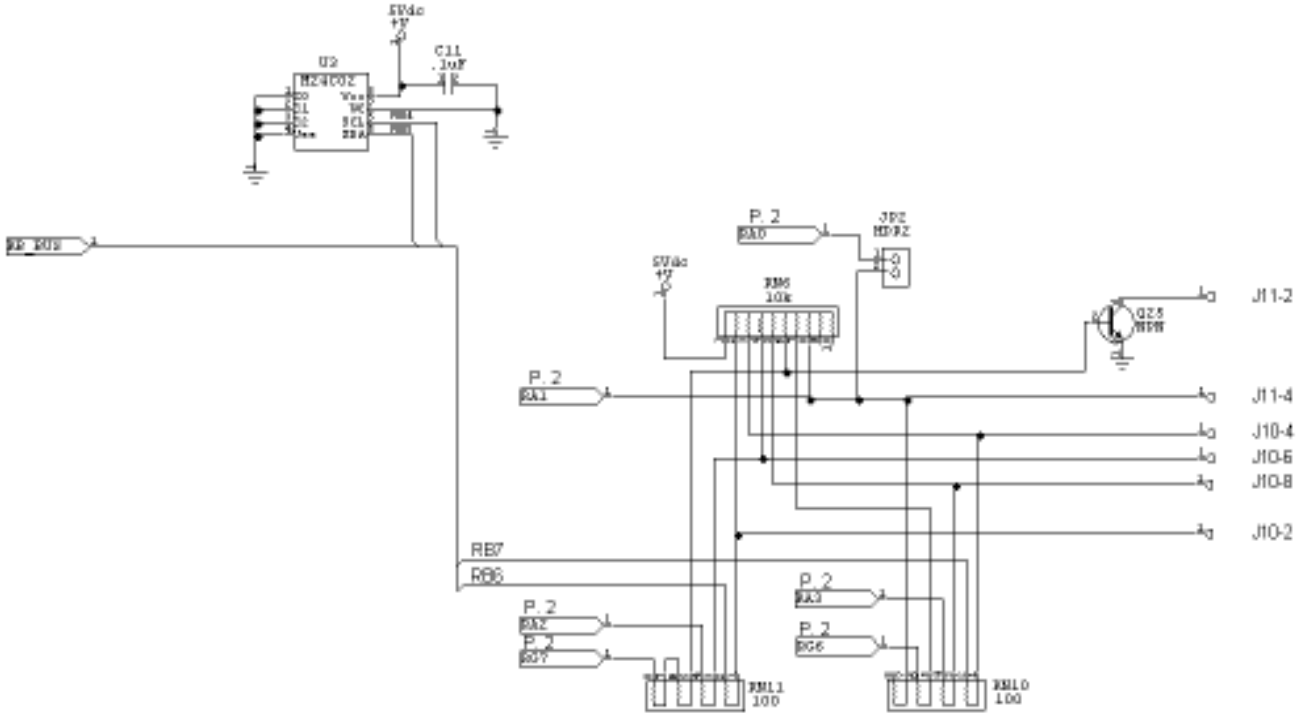
**Driver Signal Cable (J5)
AACB4146**



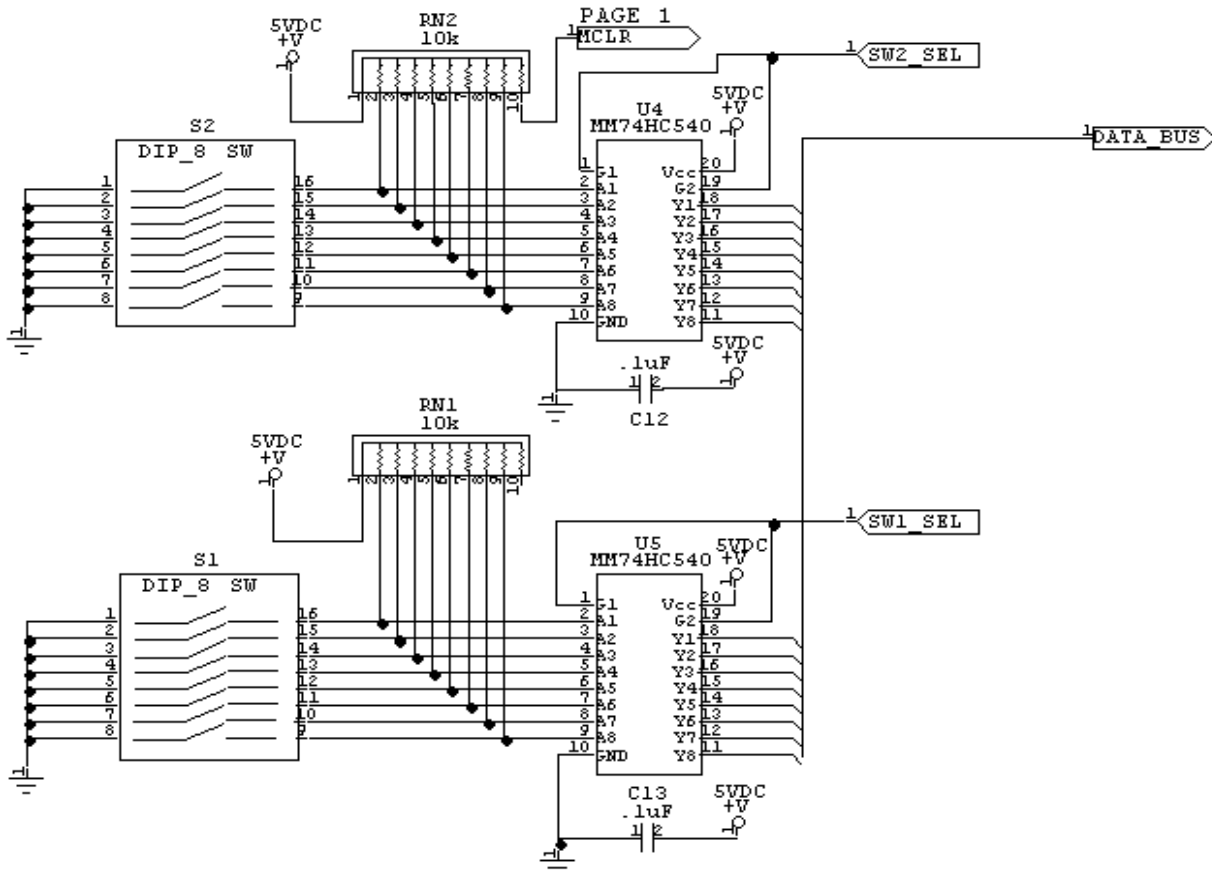
	BLK Ball Release Driver Board- 12v
	RED Ball Release Driver Board- Output Signal
	RED Motor Low Side Output (Bustin' Balloons)
	BLK Motor 12v (Bustin' Balloons)

Gen 5 Main Board Schematics

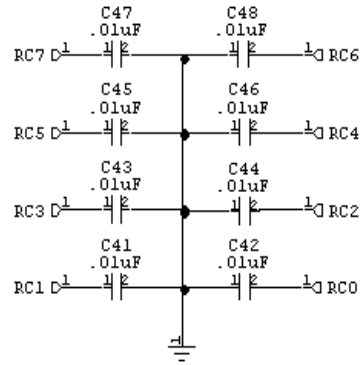
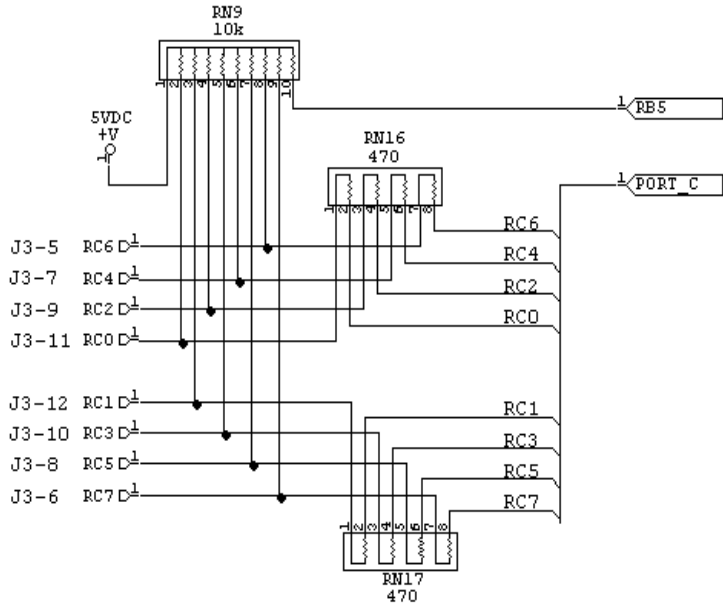
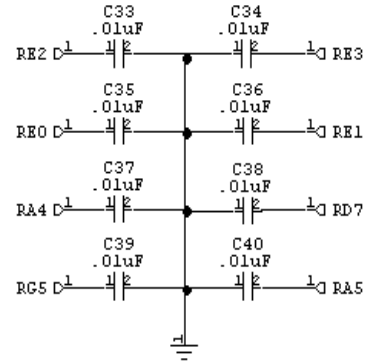
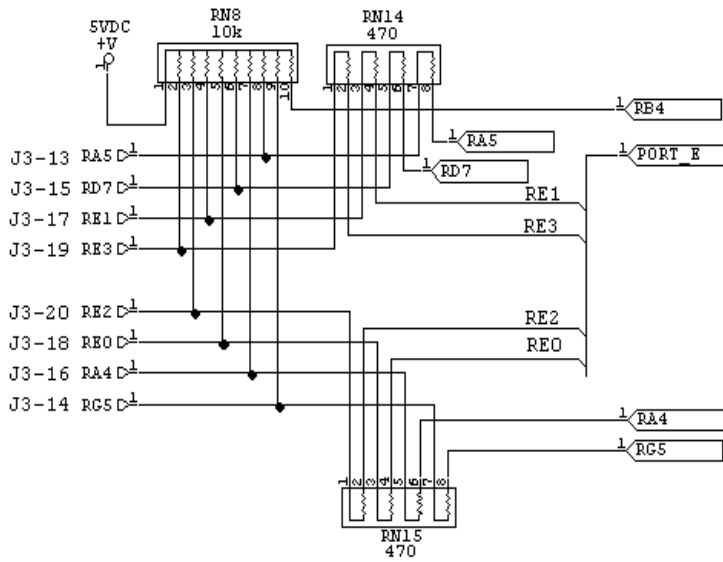




Input Section A - Con. Switches

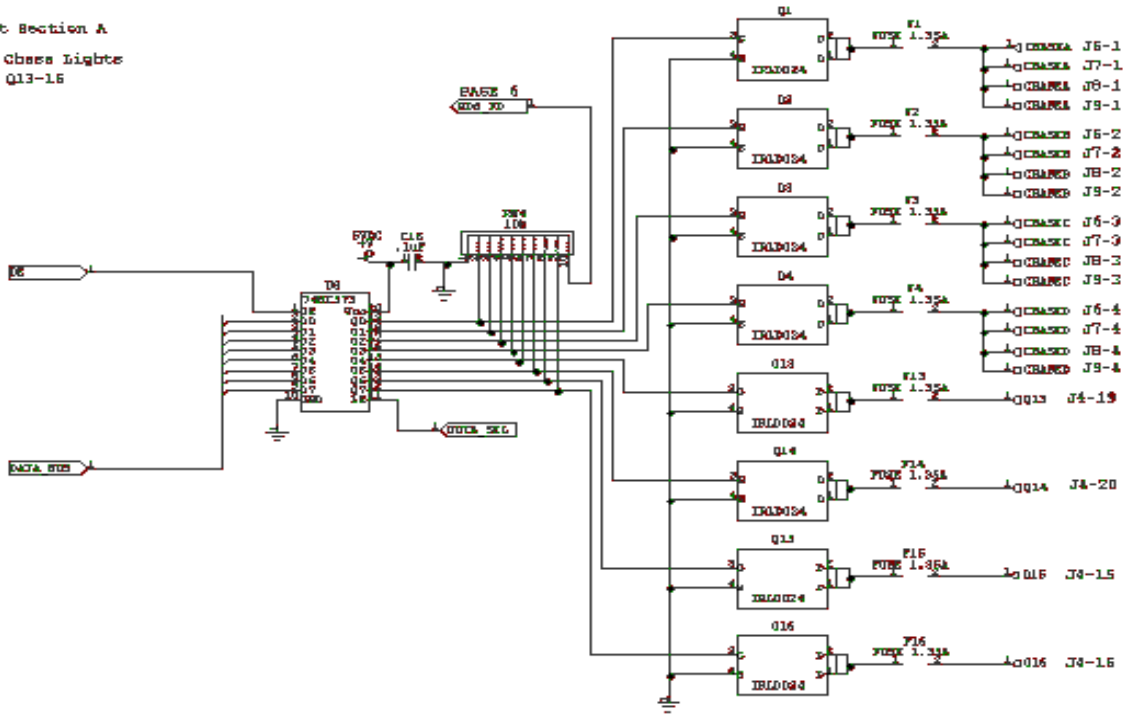


Input Section B - Inputs RE, RC

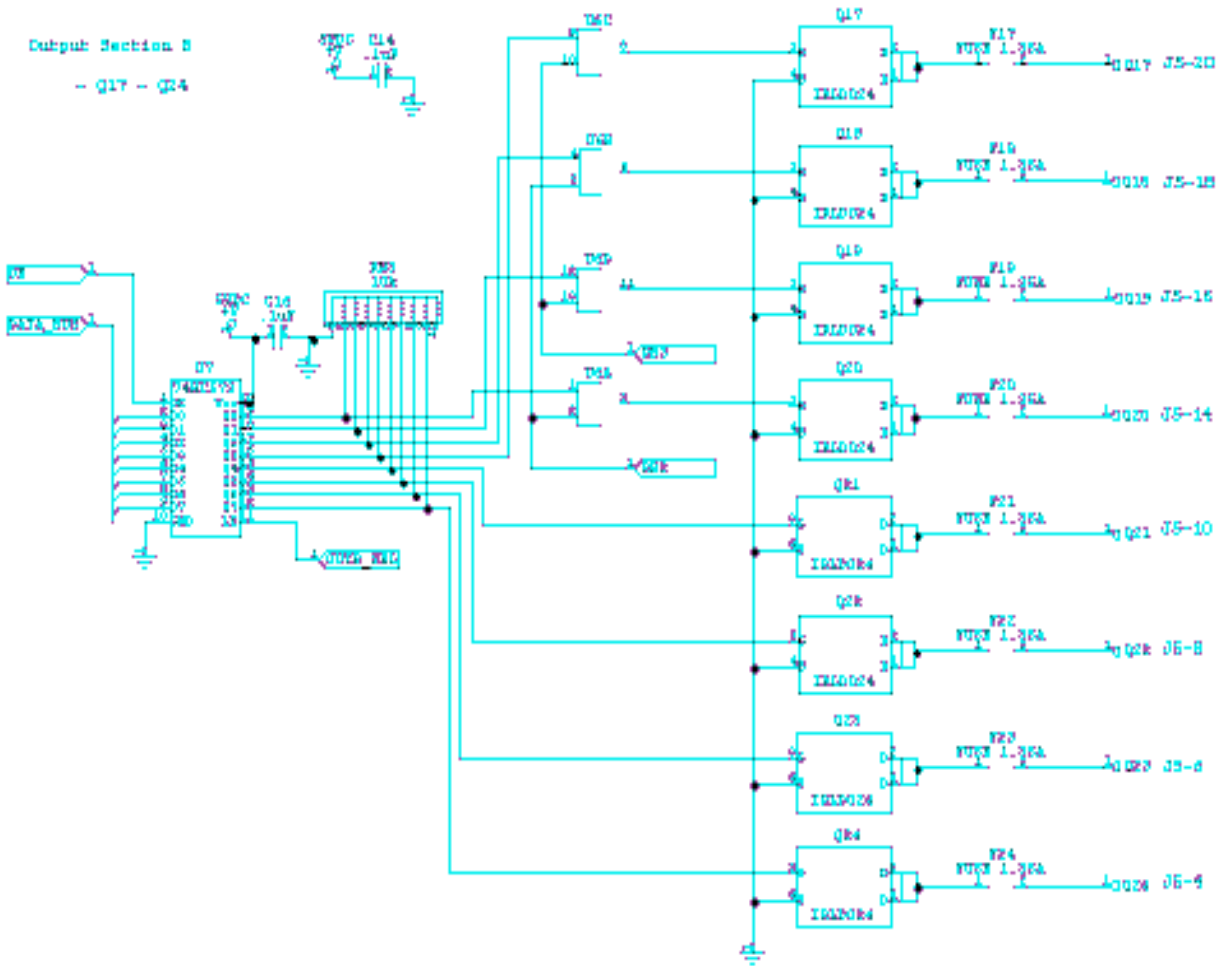


Output Section - Chase lights Q13-Q16

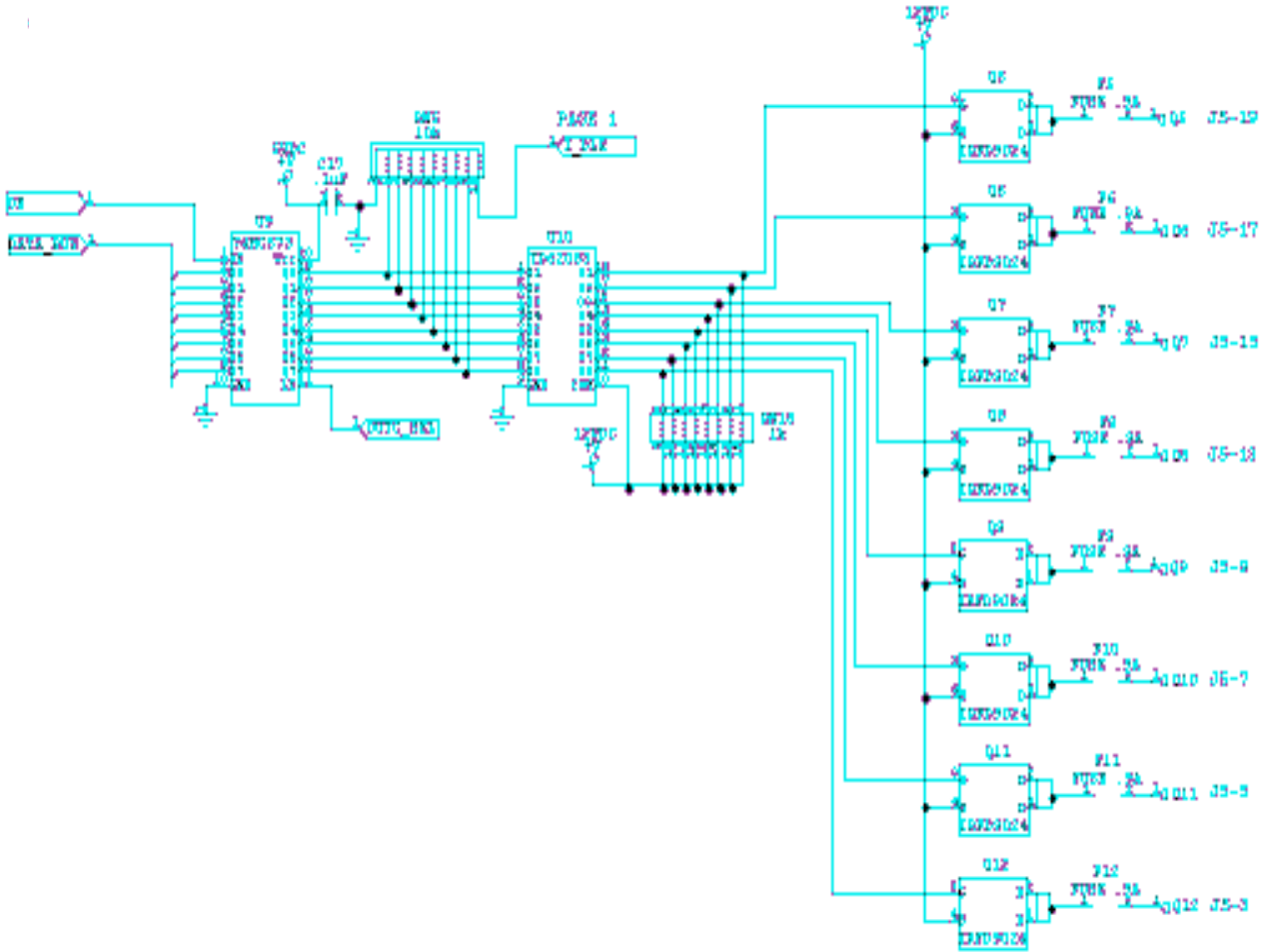
Output Section A
 - Chase Lights
 - Q13-16



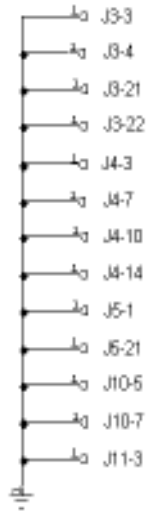
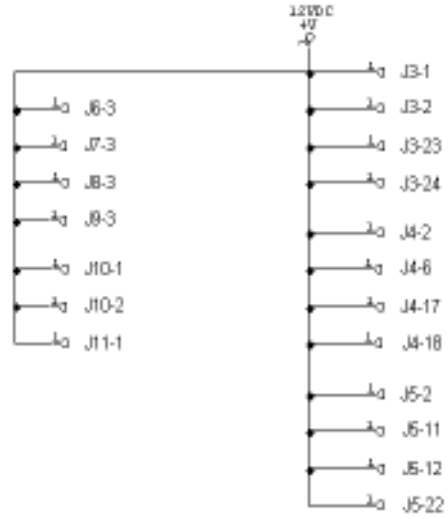
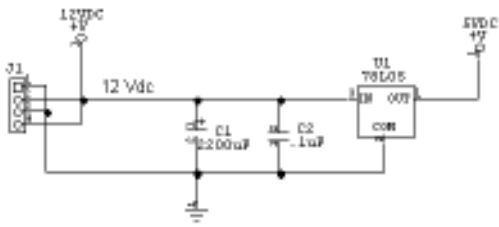
Output Section B Q17-Q24



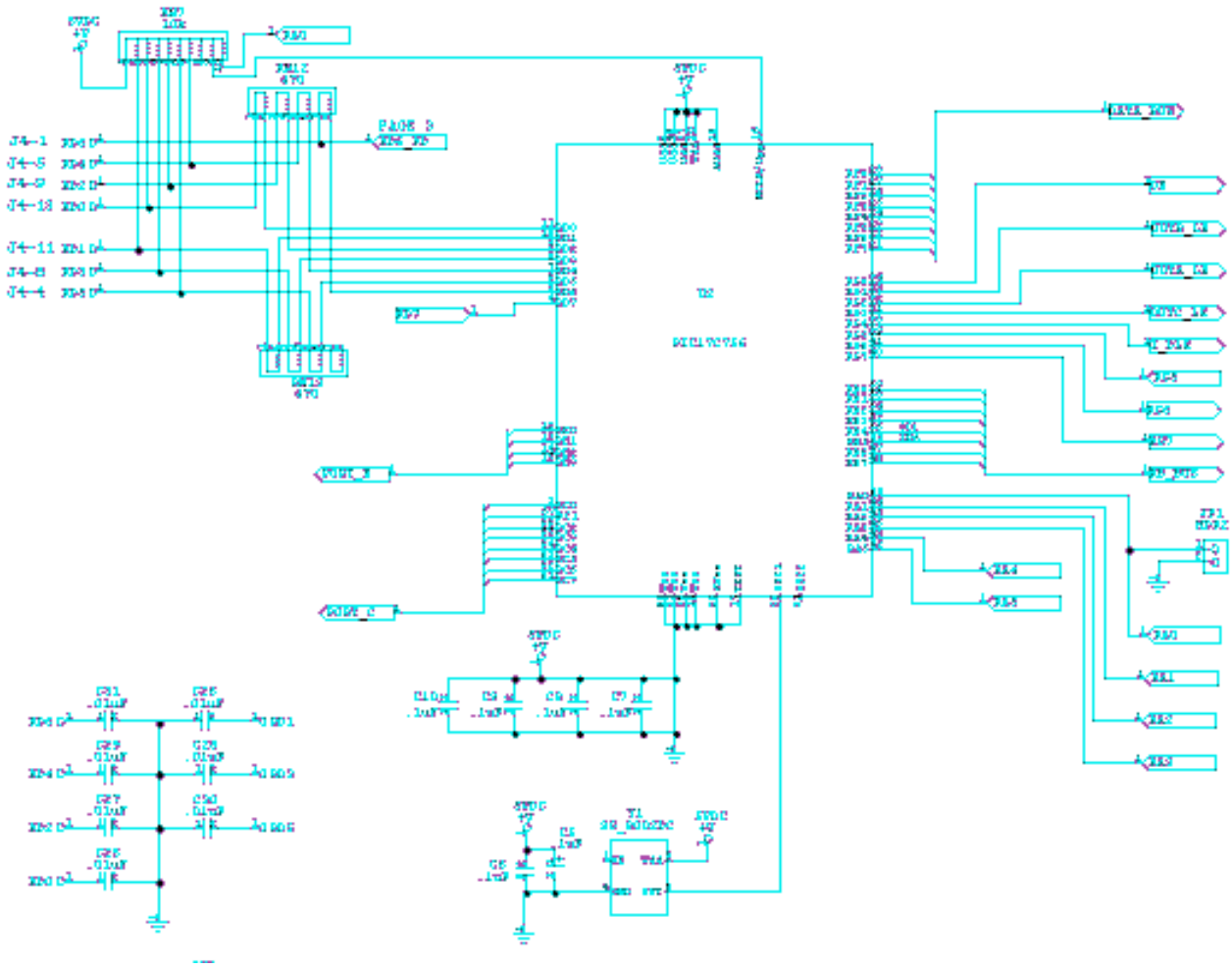
Output Section C Q5-Q12



Power Section



Processor Section - Input RD



Technical Support— Know Your Options!

Excellent Customer Service is very important to Bay Tek! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. When you do need us, it's important that you know what to expect. We offer options that fit your needs.



Call us M-F
8am-5pm CST at
(920) 822-3951 ext 1102



Fax us at
(920) 822-1496



Email us 24 hours a day at
service@bay-tek.com

Also order parts online at
www.bay-tek.com



Send parts to
1077 E Glenbrook Dr
Pulaski, WI 54162

Electronics / Circuit Boards:

- **Repair & Return** – If you have Circuit Board issues with your Bay Tek game, you can send the board to us and we'll repair it right away. Most items sent to us are repaired and returned to you within one day. This option is your best value as we offer this fast turn-around service at the most reasonable price.
- **Advance Replacement** – If you have Circuit Board issues with your Bay Tek game, but you don't have time to send in your board for repair, give us a call and ask for an Advance Replacement. We'll send you out a replacement board that same day. This is your best option when you need to get your game up and running as quickly as possible! When you get your new board, just repackage the defective board in the same box and send it back to us. We make it easy by including a UPS Return-Shipping label for you to put on the box.
- **Spare Parts** – Take matters into your own hands and purchase new spare Circuit Boards for your Bay Tek games. Many of our games share the same main-board electronics. This means you can buy one set of spare electronics to support many of your Bay Tek games. Spare boards allow you to get your game up and running the quickest and provide you a valuable troubleshooting option. Call our technicians to get recommendations for what you should keep on hand for spare parts!


Technical Support:

"You" are the best tool for troubleshooting! Your abilities to understand the game and your skills to repair the game are invaluable to us! If you need help, give us a call. It's not easy to diagnose a game remotely by phone, but our technicians do a great job. They'll need your help to perform some troubleshooting steps and convey to them exactly what's happening with your game. Be sure to have your game Serial Number when you call in.

Returns & Credits:

Sometimes the issue isn't what it seemed to be. If you chose the Advance Replacement option and now need to return that circuit board, just give us a call to get Return Authorization. You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board. If you choose the Repair and Return option, we'll test your board before we begin. If no problems are found, you will only be charged the bench fee.

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek technician. It's a small price to pay for troubleshooting the issues with your game.

You can count on our Technical Team for service and support! **BAY  TEK**

Warranty Information

Bay Tek Games Inc. warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of (6) months from the date of installation.

Bay Tek Games Inc. will, without charge, repair or replace at its option defective product or component parts upon notification to the factory service department.

Warranty replacement part(s) will be shipped immediately via ground service, along with a Return Material Authorized (**RMA**) number for the return of defective part(s). Defective parts must be shipped back to Bay Tek Games unless otherwise instructed.

This warranty does not apply in the event of any misuse or abuse of the product, or as the result of any unauthorized repairs or alterations. The warranty **does not** apply if the serial number decal is altered, defaced, or removed from its original position.

Should your game need servicing, determine the serial number from the decal on the back of the cabinet or the logic unit, and call **920.822.3951** or email to:

SERVICE@BAYTEKGAMES.COM

Repair of NON-Warranty Units

Should your game need servicing, determine the serial number from the decal on the back of the cabinet or the logic unit, and call **920.822.3951** or email to:

SERVICE@BAYTEKGAMES.COM

An estimate of the repair charges will be quoted to you for approval.

You can proceed in one of two ways:

1. Request the immediate shipment of advanced replacement part(s).

You will receive the part(s) with an RMA for the return of the faulty part(s). You must return the faulty parts in **14 days** to avoid additional charges.

2. Send in the defective part(s) for repair or replacement.

Please include the following information:

Name
Address
Phone Number
Serial Number
Purchase Order Number
or Signed Authorization to perform service

Repair and returned parts will be shipped back using the same mode of transportation in which they were received. Repairs are warranted (30) days from the date installed into service.

Our Vision

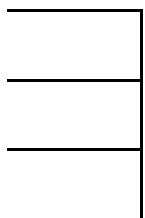
**We aspire to be the best
in the world at
developing and manufacturing
coin operated games
for our customers.**



Parts List

**Always use genuine Bay Tek Games replacement parts.
For 24 hour pricing and ordering please visit us at
BAYTEKGAMES.COM**

Description	Part Number
Coin Box - Black	A5CB3600
Ticket Dispenser	A5TD1
Top Speaker Assembly	AACE8811
Lower Speaker Assembly	AACB4005
Extension Spring - Ball Release	A5SREX030
Game and Ticket Counter Assembly	AACO1010
Coin Mech.	A5CM-(current denomination)
Bay Tek Games Decal - Black	A5DCL-SKILL2
Black Rubber Ball Stop	A5BU5000
Faceplate with Handles - Fireball	AAFP9800
Faceplate with Handles - Bustin' Balloons	AAFP3500
Faceplate with Handles - Basket Fever	AAFP9000
3 inch Orange Ball - Fireball	A5BA2005
3 inch Black Ball - Basket Fever and Bustin' Balloons	A5BA2000
Front Windshield - Head	AAPO4000
Windshield Decals - Bustin Balloons - Specify Decal Needed	A5DC3500
Chase Light - 30 inch - Head	AACL9100
Chase Light - 76 inch - Ramp	AACL9150
Fluorescent Light Bulb - 18 inch - 15 watt	A5FL1000
Extension Cord - Black	A5CORD1
Power Supply - Head	A5PS1001
AC Drive Circuit Board - Head	AABD5029
EEprom - Fireball - Audio	AAEP-FP
EEprom - Basket Fever - Audio	AAEP-BF
EEprom - Bustin' Balloons - Audio	AAEP-BL
Gen 5 Main Board	AAMB5A-AB
Chase Light Jumper Board - Head	AABD1055
Software Chip	AAMC-AUDIO
Software Chip - Fireball - Programmed	AAMC-FB
Software Chip - Basket Fever - Programmed	AAMC-BF
Software Chip - Bustin' Balloons - Programmed	AAMC-BL
Infra-red Target Sensor - Fireball and Basket Fever	AASE0001
Ball Release Solenoid - Ball Track - Ramp	A5SO1000
Low Ball Switch - Ball Track - Ramp	AASW3010
Ball Count Switch - Ball Track - Ramp	AASW3000
Low Ticket Switch - Ticket Tray - Ramp	AASW200
Fuse - 2amp - 250v	A5FUSE3
Metal Motor Cam - Bustin' Balloons	A5CA6000
Reset Motor - Head - Bustin' Balloons	A5MO1000
Reset Motor Switch - Head - Bustin' Balloons	A5SW3000
Cable Assembly - Head - Rack - Bustin Balloons	AACB3500
Cable Sheave - Head - Bustin' Balloons	AASH1000
Clear Acrylic Bottom Shelf - Head - Rack - Basket Fever	A5AC9006
Clear Acrylic Middle Shelf - Head - Rack - Basket Fever	A5AC9007
Clear Acrylic Top Shelf - Head - Rack - Basket Fever	A5AC9008
Orange 7 inch Hoop - Head - Rack - Basket Fever	AAHP2000
Orange 5 inch Hoop (100) - Head - Rack - Basket Fever	AAHP1000
7 inch Net with Clips - Head - Rack - Basket Fever	AANE9000
5 inch Net with Clips - Head - Rack - Basket Fever	AANE9001



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